



// Microsoft Visual C++ will insert additional declarations immediately before the previous line.

5 #endif //  
!defined(AFX\_MAINFRM\_H\_755A532D\_2BDA\_11D4\_8C84\_000086319872\_\_I  
NCLUDED\_)

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```
// MainFrm.cpp : implementation of the CMainFrame class
//
```

```
5  #include "stdafx.h"
    #include "noerase.h"
    #include "MainFrm.h"
```

```
    #ifdef _DEBUG
    #define new DEBUG_NEW
10  #undef THIS_FILE
    static char THIS_FILE[] = __FILE__;
    #endif
```

```
15  //////////////////////////////////////
    // CMainFrame
```

```
IMPLEMENT_DYNAMIC(CMainFrame, CMDIFrameWnd)
```

```
20  BEGIN_MESSAGE_MAP(CMainFrame, CMDIFrameWnd)
   //{{AFX_MSG_MAP(CMainFrame)
    // NOTE - the ClassWizard will add and remove mapping macros here.
    // DO NOT EDIT what you see in these blocks of generated code !
    ON_WM_CREATE()
   //}}AFX_MSG_MAP
25  END_MESSAGE_MAP()
```

```
    static UINT indicators[] =
    {
    30  ID_SEPARATOR,      // status line indicator
        ID_INDICATOR_CAPS,
        ID_INDICATOR_NUM,
        ID_INDICATOR_SCRL,
    };
```

```
35  //////////////////////////////////////
    // CMainFrame construction/destruction
```

```
    CMainFrame::CMainFrame()
    {
40  // TODO: add member initialization code here
    }
```

```
    CMainFrame::~CMainFrame()
    {
45  }
```

```
int CMainFrame::OnCreate(LPCREATESTRUCT lpCreateStruct)
{
50  if (CMDIFrameWnd::OnCreate(lpCreateStruct) == -1)
    return -1;
```

```
    if (!m_wndToolBar.CreateEx(this, TBSTYLE_FLAT, WS_CHILD | WS_VISIBLE |
    CBR5_TOP
55  | CBR5_GRIPPER | CBR5_TOOLTIPS | CBR5_FLYBY |
    CBR5_SIZE_DYNAMIC) ||
        !m_wndToolBar.LoadToolBar(IDR_MAINFRAME))
    {
        TRACE0("Failed to create toolbar\n");
60  return -1;    // fail to create
    }
```

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```
CMDIChildWnd::Dump(dc);  
}
```

5

```
#endif // _DEBUG
```

```
////////////////////////////////////  
// CChildFrame message handlers
```

00000000 00000000 00000000 00000000





```

// noerase.cpp : Defines the class behaviors for the application.
//

#include "stdafx.h"
#include "noerase.h"

#include "MainFrm.h"
#include "ChildFrm.h"
#include "noeraseDoc.h"
#include "noeraseView.h"

#ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
#endif

////////////////////////////////////
// CNoeraseApp

BEGIN_MESSAGE_MAP(CNoeraseApp, CWinApp)
//{{AFX_MSG_MAP(CNoeraseApp)
ON_COMMAND(ID_APP_ABOUT, OnAppAbout)
    // NOTE - the ClassWizard will add and remove mapping macros here.
    // DO NOT EDIT what you see in these blocks of generated code!
//}}AFX_MSG_MAP
// Standard file based document commands
ON_COMMAND(ID_FILE_NEW, CWinApp::OnFileNew)
ON_COMMAND(ID_FILE_OPEN, CWinApp::OnFileOpen)
// Standard print setup command
ON_COMMAND(ID_FILE_PRINT_SETUP, CWinApp::OnFilePrintSetup)
END_MESSAGE_MAP()

////////////////////////////////////
// CNoeraseApp construction

CNoeraseApp::CNoeraseApp()
{
    // TODO: add construction code here,
    // Place all significant initialization in InitInstance
}

////////////////////////////////////
// The one and only CNoeraseApp object

CNoeraseApp theApp;

////////////////////////////////////
// CNoeraseApp initialization

BOOL CNoeraseApp::InitInstance()
{
    AfxEnableControlContainer();

    // Standard initialization
    // If you are not using these features and wish to reduce the size
    // of your final executable, you should remove from the following
    // the specific initialization routines you do not need.

#ifdef _AFXDLL

```

```

Enable3dControls();      // Call this when using MFC in a shared DLL
#else
Enable3dControlsStatic(); // Call this when linking to MFC statically
#endif

5
// Change the registry key under which our settings are stored.
// TODO: You should modify this string to be something appropriate
// such as the name of your company or organization.
SetRegistryKey(_T("Local AppWizard-Generated Applications"));

10
LoadStdProfileSettings(); // Load standard INI file options (including MRU)

// Register the application's document templates. Document templates
// serve as the connection between documents, frame windows and views.

15
CMultiDocTemplate* pDocTemplate;
pDocTemplate = new CMultiDocTemplate(
    IDR_NOERASTYPE,
    RUNTIME_CLASS(CNoeraseDoc),
    RUNTIME_CLASS(CChildFrame), // custom MDI child frame
    RUNTIME_CLASS(CNoeraseView));
AddDocTemplate(pDocTemplate);

20
// create main MDI Frame window
CMainFrame* pMainFrame = new CMainFrame;
if (!pMainFrame->LoadFrame(IDR_MAINFRAME))
    return FALSE;
m_pMainWnd = pMainFrame;

30
// Parse command line for standard shell commands, DDE, file open
CCommandLineInfo cmdInfo;
ParseCommandLine(cmdInfo);

// Dispatch commands specified on the command line
if (!ProcessShellCommand(cmdInfo))
    return FALSE;

35
// The main window has been initialized, so show and update it.
pMainFrame->ShowWindow(m_nCmdShow);
pMainFrame->UpdateWindow();

40
return TRUE;
}

45
////////////////////////////////////
// CAboutDlg dialog used for App About

class CAboutDlg : public CDialog
{
public:
    CAboutDlg();

    // Dialog Data
    //{AFX_DATA(CAboutDlg)
    enum { IDD = IDD_ABOUTBOX };
    //}AFX_DATA

    // ClassWizard generated virtual function overrides
    //{AFX_VIRTUAL(CAboutDlg)
    protected:

```



```

// noeraseDoc.h : interface of the CNoeraseDoc class
//
////////////////////////////////////

5      #if
      !defined(AFX_NOERASEDOC_H__755A5331_2BDA_11D4_8C84_00008631987
      2__INCLUDED_)
      #define
10     AFX_NOERASEDOC_H__755A5331_2BDA_11D4_8C84_000086319872__INCL
      UDED_

      #if _MSC_VER > 1000
      #pragma once
      #endif // _MSC_VER > 1000

15     class CNoeraseDoc : public CDocument
      {
      protected: // create from serialization only
      CNoeraseDoc();
20     DECLARE_DYNCREATE(CNoeraseDoc)

      // Attributes
      public:

25     // Operations
      public:

      // Overrides
      // ClassWizard generated virtual function overrides
30     //{AFX_VIRTUAL(CNoeraseDoc)
      public:
      virtual BOOL OnNewDocument();
      virtual void Serialize(CArchive& ar);
      //}AFX_VIRTUAL

35     // Implementation
      public:
      virtual ~CNoeraseDoc();
      #ifdef _DEBUG
40     virtual void AssertValid() const;
      virtual void Dump(CDumpContext& dc) const;
      #endif

      protected:

45     // Generated message map functions
      protected:
      //{AFX_MSG(CNoeraseDoc)
      // NOTE - the ClassWizard will add and remove member functions here.
50     // DO NOT EDIT what you see in these blocks of generated code !
      //}AFX_MSG
      DECLARE_MESSAGE_MAP()
      };

55     //////////////////////////////////////

      //{AFX_INSERT_LOCATION}}
      // Microsoft Visual C++ will insert additional declarations immediately before the
      previous line.

60

```

#endif//  
!defined(AFX\_NOERASEDOC\_H\_755A5331\_2BDA\_11D4\_8C84\_00008631987  
2\_INCLUDED\_)

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```

// noeraseDoc.cpp : implementation of the CNoeraseDoc class
//

#include "stdafx.h"
#include "noerase.h"

#include "noeraseDoc.h"

#ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
#endif

// CNoeraseDoc

IMPLEMENT_DYNCREATE(CNoeraseDoc, CDocument)

BEGIN_MESSAGE_MAP(CNoeraseDoc, CDocument)
//{{AFX_MSG_MAP(CNoeraseDoc)
// NOTE - the ClassWizard will add and remove mapping macros here.
// DO NOT EDIT what you see in these blocks of generated code!
//}}AFX_MSG_MAP
END_MESSAGE_MAP()

// CNoeraseDoc construction/destruction

CNoeraseDoc::CNoeraseDoc()
{
// TODO: add one-time construction code here
}

CNoeraseDoc::~CNoeraseDoc()
{
}

BOOL CNoeraseDoc::OnNewDocument()
{
if (!CDocument::OnNewDocument())
return FALSE;

// TODO: add reinitialization code here
// (SDI documents will reuse this document)

return TRUE;
}

// CNoeraseDoc serialization

void CNoeraseDoc::Serialize(CArchive& ar)
{
if (ar.IsStoring())
{
// TODO: add storing code here
}
else
{

```

[illegible]

**SECRET**

```

// noeraseView.h : interface of the CNoeraseView class
//
///////////////////////////////////////////////////////////////////

5      #if
      !defined(AFX_NOERASEVIEW_H__755A5333_2BDA_11D4_8C84_0000863198
      72__INCLUDED_)
      #define
10     AFX_NOERASEVIEW_H__755A5333_2BDA_11D4_8C84_000086319872__INC
      LUDED_

      #if _MSC_VER > 1000
      #pragma once
      #endif // _MSC_VER > 1000

15     class CNoeraseView : public CView
      {
      protected: // create from serialization only
      CNoeraseView();
20     DECLARE_DYNCREATE(CNoeraseView)

      // Attributes
      public:
      CNoeraseDoc* GetDocument();

25     // Operations
      public:

      // Overrides
      // ClassWizard generated virtual function overrides
      //{{AFX_VIRTUAL(CNoeraseView)
      public:
      virtual void OnDraw(CDC* pDC); // overridden to draw this view
      virtual BOOL PreCreateWindow(CREATESTRUCT& cs);
35     protected:
      virtual BOOL OnPreparePrinting(CPrintInfo* pInfo);
      virtual void OnBeginPrinting(CDC* pDC, CPrintInfo* pInfo);
      virtual void OnEndPrinting(CDC* pDC, CPrintInfo* pInfo);
      //}}AFX_VIRTUAL

40     // Implementation
      public:
      virtual ~CNoeraseView();
      #ifdef _DEBUG
45     virtual void AssertValid() const;
      virtual void Dump(CDumpContext& dc) const;
      #endif

      protected:

50     // Generated message map functions
      protected:
      //{{AFX_MSG(CNoeraseView)
      afx_msg BOOL OnEraseBkgnnd(CDC* pDC);
      //}}AFX_MSG
      DECLARE_MESSAGE_MAP()
      };

60     #ifndef _DEBUG // debug version in noeraseView.cpp
      inline CNoeraseDoc* CNoeraseView::GetDocument()

```



```
{ return (CNoeraseDoc*)m_pDocument; }  
#endif
```

```
////////////////////////////////////
```

5

```
//{{AFX_INSERT_LOCATION}}  
// Microsoft Visual C++ will insert additional declarations immediately before the  
previous line.
```

10

```
#endif //  
!defined(AFX_NOERASEVIEW_H__755A5333_2BDA_11D4_8C84_0000863198  
72__INCLUDED_)
```

00000000 00000000 00000000 00000000







```

// stdafx.h : include file for standard system include files,
// or project specific include files that are used frequently, but
// are changed infrequently
//
5
#if
!defined(AFX_STDAFX_H__755A532B_2BDA_11D4_8C84_000086319872__IN
CLUDED_)
#define
10 AFX_STDAFX_H__755A532B_2BDA_11D4_8C84_000086319872__INCLUDED
-

#if _MSC_VER > 1000
#pragma once
15 #endif // _MSC_VER > 1000

#define VC_EXTRALEAN // Exclude rarely-used stuff from Windows headers

#include <afxwin.h> // MFC core and standard components
20 #include <afxext.h> // MFC extensions
#include <afxdisp.h> // MFC Automation classes
#include <afxdtctl.h> // MFC support for Internet Explorer 4 Common Controls
#include <afxcmn.h> // MFC support for Windows Common Controls
25 #endif // _AFX_NO_AFXCMN_SUPPORT

//{{AFX_INSERT_LOCATION}}
// Microsoft Visual C++ will insert additional declarations immediately before the
previous line.
30

#endif //
!defined(AFX_STDAFX_H__755A532B_2BDA_11D4_8C84_000086319872__IN
CLUDED_)
35

// stdafx.cpp : source file that includes just the standard includes
// noerase.pch will be the pre-compiled header
// stdafx.obj will contain the pre-compiled type information
40 #include "stdafx.h"

```

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```
//Microsoft Visual C++ generated resource script.
//
#include "resource.h"
```

```
5  #define APSTUDIO_READONLY_SYMBOLS
//
// Generated from the TEXTINCLUDE 2 resource.
//
```

```
10 #include "afxres.h"

//
//
15 #undef APSTUDIO_READONLY_SYMBOLS
```

```
#ifdef APSTUDIO_INVOKED

//
//
20 // TEXTINCLUDE
//
```

```
1 TEXTINCLUDE DISCARDABLE
BEGIN
25 "resource.h\0"
END
```

```
2 TEXTINCLUDE DISCARDABLE
BEGIN
30 "#include \"afxres.h\"\\r\\n"
"\\0"
END
```

```
3 TEXTINCLUDE DISCARDABLE
BEGIN
35 "#define _AFX_NO_SPLITTER_RESOURCES\\r\\n"
"#define _AFX_NO_OLE_RESOURCES\\r\\n"
"#define _AFX_NO_TRACKER_RESOURCES\\r\\n"
"#define _AFX_NO_PROPERTY_RESOURCES\\r\\n"
40 "\\r\\n"
"#if !defined(_AFX_RESOURCE_DLL) || defined(_AFX_TARG_ENU)\\r\\n"
"#ifdef _WIN32\\r\\n"
"LANGUAGE 9, 1\\r\\n"
"#pragma code_page(1252)\\r\\n"
45 "#endif // _WIN32\\r\\n"
"#include \"res\\noerase.rc2\" // non-Microsoft Visual C++ edited resources\\r\\n"
"#include \"afxres.rc\" // Standard components\\r\\n"
"#include \"afxprint.rc\" // printing/print preview resources\\r\\n"
"#endif\\r\\n"
50 "\\0"
END
```

```
#endif // APSTUDIO_INVOKED
```

```
55 //
//
// Icon
//
```

```
60 // Icon with lowest ID value placed first to ensure application icon
```

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// remains consistent on all systems.

```
5  #if !defined(AFX_RESOURCE_DLL) || defined(AFX_TARG_ENU)
   #ifdef WIN32
   LANGUAGE 9, 1
   #pragma code_page(1252)
   #endif // WIN32
   IDR_MAINFRAME      ICON DISCARDABLE "res\\noerase.ico"
10  IDR_NOERASTYPE      ICON DISCARDABLE "res\\noeraseDoc.ico"
   #endif
```

```
   //////////////////////////////////////
   //
   // Bitmap
15  //
```

```
   IDR_MAINFRAME      BITMAP MOVEABLE PURE "res\\Toolbar.bmp"
```

```
   //////////////////////////////////////
20  //
   // Toolbar
   //
```

```
25  IDR_MAINFRAME TOOLBAR DISCARDABLE 16, 15
   BEGIN
```

```
       BUTTON ID_FILE_NEW
       BUTTON ID_FILE_OPEN
       BUTTON ID_FILE_SAVE
30  SEPARATOR
       BUTTON ID_EDIT_CUT
       BUTTON ID_EDIT_COPY
       BUTTON ID_EDIT_PASTE
   SEPARATOR
       BUTTON ID_FILE_PRINT
35  SEPARATOR
       BUTTON ID_APP_ABOUT
   END
```

```
40  #if !defined(AFX_RESOURCE_DLL) || defined(AFX_TARG_ENU)
   #ifdef WIN32
   LANGUAGE 9, 1
   #pragma code_page(1252)
   #endif // WIN32
```

```
45  //////////////////////////////////////
   //
   // Menu
   //
```

```
50  IDR_MAINFRAME MENU PRELOAD DISCARDABLE
   BEGIN
```

```
   POPUP "&File"
```

```
   BEGIN
```

```
       MENUITEM "&New\tCtrl+N", ID_FILE_NEW
       MENUITEM "&Open...\tCtrl+O", ID_FILE_OPEN
55  MENUITEM SEPARATOR
       MENUITEM "P&rint Setup...", ID_FILE_PRINT_SETUP
       MENUITEM SEPARATOR
       MENUITEM "Recent File", ID_FILE_MRU_FILE1, GRAYED
60  MENUITEM SEPARATOR
       MENUITEM "E&xit", ID_APP_EXIT
```

```

END
POPUP "&View"
BEGIN
    MENUITEM "&Toolbar",          ID_VIEW_TOOLBAR
5    MENUITEM "&Status Bar",      ID_VIEW_STATUS_BAR
END
POPUP "&Help"
BEGIN
    MENUITEM "&About noerase...", ID_APP_ABOUT
10  END
END
IDR_NOERASTYPE MENU PRELOAD DISCARDABLE
BEGIN
POPUP "&File"
15  BEGIN
    MENUITEM "&New\tCtrl+N",      ID_FILE_NEW
    MENUITEM "&Open...\tCtrl+O", ID_FILE_OPEN
    MENUITEM "&Close",            ID_FILE_CLOSE
    MENUITEM "&Save\tCtrl+S",      ID_FILE_SAVE
20  MENUITEM "Save &As...",        ID_FILE_SAVE_AS
    MENUITEM SEPARATOR
    MENUITEM "&Print...\tCtrl+P", ID_FILE_PRINT
    MENUITEM "Print Pre&view",     ID_FILE_PRINT_PREVIEW
    MENUITEM "P&rint Setup...",    ID_FILE_PRINT_SETUP
25  MENUITEM SEPARATOR
    MENUITEM "Recent File",        ID_FILE_MRU_FILE1,GRAYED
    MENUITEM SEPARATOR
    MENUITEM "E&xit",              ID_APP_EXIT
END
30  POPUP "&Edit"
    BEGIN
        MENUITEM "&Undo\tCtrl+Z", ID_EDIT_UNDO
        MENUITEM SEPARATOR
        MENUITEM "Cu&t\tCtrl+X",   ID_EDIT_CUT
35  MENUITEM "&Copy\tCtrl+C",      ID_EDIT_COPY
        MENUITEM "&Paste\tCtrl+V",  ID_EDIT_PASTE
    END
    POPUP "&View"
    BEGIN
40  MENUITEM "&Toolbar",          ID_VIEW_TOOLBAR
        MENUITEM "&Status Bar",    ID_VIEW_STATUS_BAR
    END
    POPUP "&Window"
    BEGIN
45  MENUITEM "&New Window",        ID_WINDOW_NEW
        MENUITEM "&Cascade",        ID_WINDOW_CASCADE
        MENUITEM "&Tile",            ID_WINDOW_TILE_HORZ
        MENUITEM "&Arrange Icons",  ID_WINDOW_ARRANGE
    END
50  POPUP "&Help"
    BEGIN
        MENUITEM "&About noerase...", ID_APP_ABOUT
    END
END
55  //////////////////////////////////////
    //
    // Accelerator
    //
60

```



```
IDR_MAINFRAME ACCELERATORS PRELOAD MOVEABLE PURE
BEGIN
"N", ID_FILE_NEW, VIRTKEY,CONTROL
"O", ID_FILE_OPEN, VIRTKEY,CONTROL
"S", ID_FILE_SAVE, VIRTKEY,CONTROL
"P", ID_FILE_PRINT, VIRTKEY,CONTROL
"Z", ID_EDIT_UNDO, VIRTKEY,CONTROL
"X", ID_EDIT_CUT, VIRTKEY,CONTROL
"C", ID_EDIT_COPY, VIRTKEY,CONTROL
"V", ID_EDIT_PASTE, VIRTKEY,CONTROL
VK_BACK, ID_EDIT_UNDO, VIRTKEY,ALT
VK_DELETE, ID_EDIT_CUT, VIRTKEY,SHIFT
VK_INSERT, ID_EDIT_COPY, VIRTKEY,CONTROL
VK_INSERT, ID_EDIT_PASTE, VIRTKEY,SHIFT
VK_F6, ID_NEXT_PANE, VIRTKEY
VK_F6, ID_PREV_PANE, VIRTKEY,SHIFT
END

////////////////////////////////////
//
// Dialog
//

IDD_ABOUTBOX DIALOG DISCARDABLE 0,0,235,55
CAPTION "About noerase"
STYLE DS_MODALFRAME | WS_POPUP | WS_CAPTION | WS_SYSMENU
FONT 8, "MS Sans Serif"
BEGIN
ICON IDR_MAINFRAME,IDC_STATIC,11,17,20,20
LTEXT "noerase Version 1.0",IDC_STATIC,40,10,119,8,
SS_NOPREFIX
LTEXT "Copyright (C) 2000",IDC_STATIC,40,25,119,8
DEFPUSHBUTTON "OK",IDOK,178,7,50,14,WS_GROUP
END

////////////////////////////////////
//
// Version
//

VS_VERSION_INFO VERSIONINFO
FILEVERSION 1,0,0,1
PRODUCTVERSION 1,0,0,1
FILEFLAGSMASK 0x3fL
#ifdef _DEBUG
FILEFLAGS 0x1L
#else
FILEFLAGS 0x0L
#endif
FILEOS 0x4L
FILETYPE 0x1L
FILESUBTYPE 0x0L
BEGIN
BLOCK "StringFileInfo"
BEGIN
BLOCK "040904B0"
BEGIN
VALUE "CompanyName", "\0"
VALUE "FileDescription", "noerase MFC Application\0"
VALUE "FileVersion", "1, 0, 0, \0"
```

```

        VALUE "InternalName", "noerase\0"
        VALUE "LegalCopyright", "Copyright (C) 2000\0"
        VALUE "LegalTrademarks", "\0"
        VALUE "OriginalFilename", "noerase.EXE\0"
5       VALUE "ProductName", "noerase Application\0"
        VALUE "ProductVersion", "1, 0, 0, 1\0"
    END
END
BLOCK "VarFileInfo"
10     BEGIN
        VALUE "Translation", 0x409, 1200
    END
END

15     //////////////////////////////////////
    //
    // DESIGNINFO
    //

20     #ifdef APSTUDIO_INVOKED
    GUIDELINES DESIGNINFO DISCARDABLE
    BEGIN
        IDD_ABOUTBOX, DIALOG
        BEGIN
25             LEFTMARGIN, 7
            RIGHTMARGIN, 228
            TOPMARGIN, 7
            BOTTOMMARGIN, 48
        END
    END
30     #endif // APSTUDIO_INVOKED

    //////////////////////////////////////
    //
35     // String Table
    //

    STRINGTABLE PRELOAD DISCARDABLE
    BEGIN
40     IDR_MAINFRAME        "noerase"
        IDR_NOERASTYPE      "\nNoeras\nNoeras\n\n\nNoerase.Document\n\nNoeras
        Document"
    END
    STRINGTABLE PRELOAD DISCARDABLE
45     BEGIN
        AFX_IDS_APP_TITLE    "noerase"
        AFX_IDS_IDLEMESSAGE  "Ready"
    END
    STRINGTABLE DISCARDABLE
50     BEGIN
        ID_INDICATOR_EXT     "EXT"
        ID_INDICATOR_CAPS    "CAP"
        ID_INDICATOR_NUM     "NUM"
        ID_INDICATOR_SCRL    "SCRL"
55     ID_INDICATOR_OVR      "OVR"
        ID_INDICATOR_REC     "REC"
    END
    STRINGTABLE DISCARDABLE
    BEGIN
60     ID_FILE_NEW            "Create a new document\nNew"

```

```

ID_FILE_OPEN      "Open an existing document\nOpen"
ID_FILE_CLOSE     "Close the active document\nClose"
ID_FILE_SAVE      "Save the active document\nSave"
ID_FILE_SAVE_AS   "Save the active document with a new name\nSave As"
5 ID_FILE_PAGE_SETUP "Change the printing options\nPage Setup"
ID_FILE_PRINT_SETUP "Change the printer and printing options\nPrint Setup"
ID_FILE_PRINT      "Print the active document\nPrint"
ID_FILE_PRINT_PREVIEW "Display full pages\nPrint Preview"
ID_APP_ABOUT      "Display program information, version number and
10 copyright\nAbout"
ID_APP_EXIT       "Quit the application; prompts to save documents\nExit"
ID_FILE_MRU_FILE1 "Open this document"
ID_FILE_MRU_FILE2 "Open this document"
ID_FILE_MRU_FILE3 "Open this document"
15 ID_FILE_MRU_FILE4 "Open this document"
ID_FILE_MRU_FILE5 "Open this document"
ID_FILE_MRU_FILE6 "Open this document"
ID_FILE_MRU_FILE7 "Open this document"
ID_FILE_MRU_FILE8 "Open this document"
20 ID_FILE_MRU_FILE9 "Open this document"
ID_FILE_MRU_FILE10 "Open this document"
ID_FILE_MRU_FILE11 "Open this document"
ID_FILE_MRU_FILE12 "Open this document"
ID_FILE_MRU_FILE13 "Open this document"
25 ID_FILE_MRU_FILE14 "Open this document"
ID_FILE_MRU_FILE15 "Open this document"
ID_FILE_MRU_FILE16 "Open this document"
ID_NEXT_PANE      "Switch to the next window pane\nNext Pane"
ID_PREV_PANE      "Switch back to the previous window pane\nPrevious
30 Pane"
ID_WINDOW_NEW     "Open another window for the active document\nNew
Window"
ID_WINDOW_ARRANGE "Arrange icons at the bottom of the
window\nArrange Icons"
35 ID_WINDOW_CASCADE "Arrange windows so they overlap\nCascade
Windows"
ID_WINDOW_TILE_HORZ "Arrange windows as non-overlapping tiles\nTile
Windows"
40 ID_WINDOW_TILE_VERT "Arrange windows as non-overlapping tiles\nTile
Windows"
ID_WINDOW_SPLIT   "Split the active window into panes\nSplit"
ID_EDIT_CLEAR     "Erase the selection\nErase"
ID_EDIT_CLEAR_ALL "Erase everything\nErase All"
ID_EDIT_COPY      "Copy the selection and put it on the Clipboard\nCopy"
45 ID_EDIT_CUT      "Cut the selection and put it on the Clipboard\nCut"
ID_EDIT_FIND      "Find the specified text\nFind"
ID_EDIT_PASTE     "Insert Clipboard contents\nPaste"
ID_EDIT_REPEAT    "Repeat the last action\nRepeat"
ID_EDIT_REPLACE   "Replace specific text with different text\nReplace"
50 ID_EDIT_SELECT_ALL "Select the entire document\nSelect All"
ID_EDIT_UNDO      "Undo the last action\nUndo"
ID_EDIT_REDO      "Redo the previously undone action\nRedo"
ID_VIEW_TOOLBAR   "Show or hide the toolbar\nToggle ToolBar"
ID_VIEW_STATUS_BAR "Show or hide the status bar\nToggle StatusBar"
55 END

STRINGTABLE DISCARDABLE
BEGIN
AFX_IDS_SCSIZE    "Change the window size"
60 AFX_IDS_SCMOVE  "Change the window position"

```

```

AFX_IDS_SCMINIMIZE    "Reduce the window to an icon"
AFX_IDS_SCMAXIMIZE    "Enlarge the window to full size"
AFX_IDS_SCNEXTWINDOW  "Switch to the next document window"
AFX_IDS_SCPREVWINDOW  "Switch to the previous document window"
5  AFX_IDS_SCCLOSE      "Close the active window and prompts to save the
documents"
AFX_IDS_SCRESTORE     "Restore the window to normal size"
AFX_IDS_SCTASKLIST    "Activate Task List"
AFX_IDS_MDICHILD      "Activate this window"
10 AFX_IDS_PREVIEW_CLOSE "Close print preview mode\nCancel Preview"
END

#endif

15 #ifndef APSTUDIO_INVOKED
////////////////////////////////////
//
// Generated from the TEXTINCLUDE 3 resource.
//
20
#define _AFX_NO_SPLITTER_RESOURCES
#define _AFX_NO_OLE_RESOURCES
#define _AFX_NO_TRACKER_RESOURCES
#define _AFX_NO_PROPERTY_RESOURCES
25
#if !defined(AFX_RESOURCE_DLL) || defined(AFX_TARG_ENU)
#ifdef WIN32
LANGUAGE 9, 1
#pragma code_page(1252)
30 #endif // WIN32
#include "res\\noerase.rc2" // non-Microsoft Visual C++ edited resources
#include "afxres.rc"        // Standard components
#include "afxprint.rc"      // printing/print preview resources
#endif
35

#endif // not APSTUDIO_INVOKED

```

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